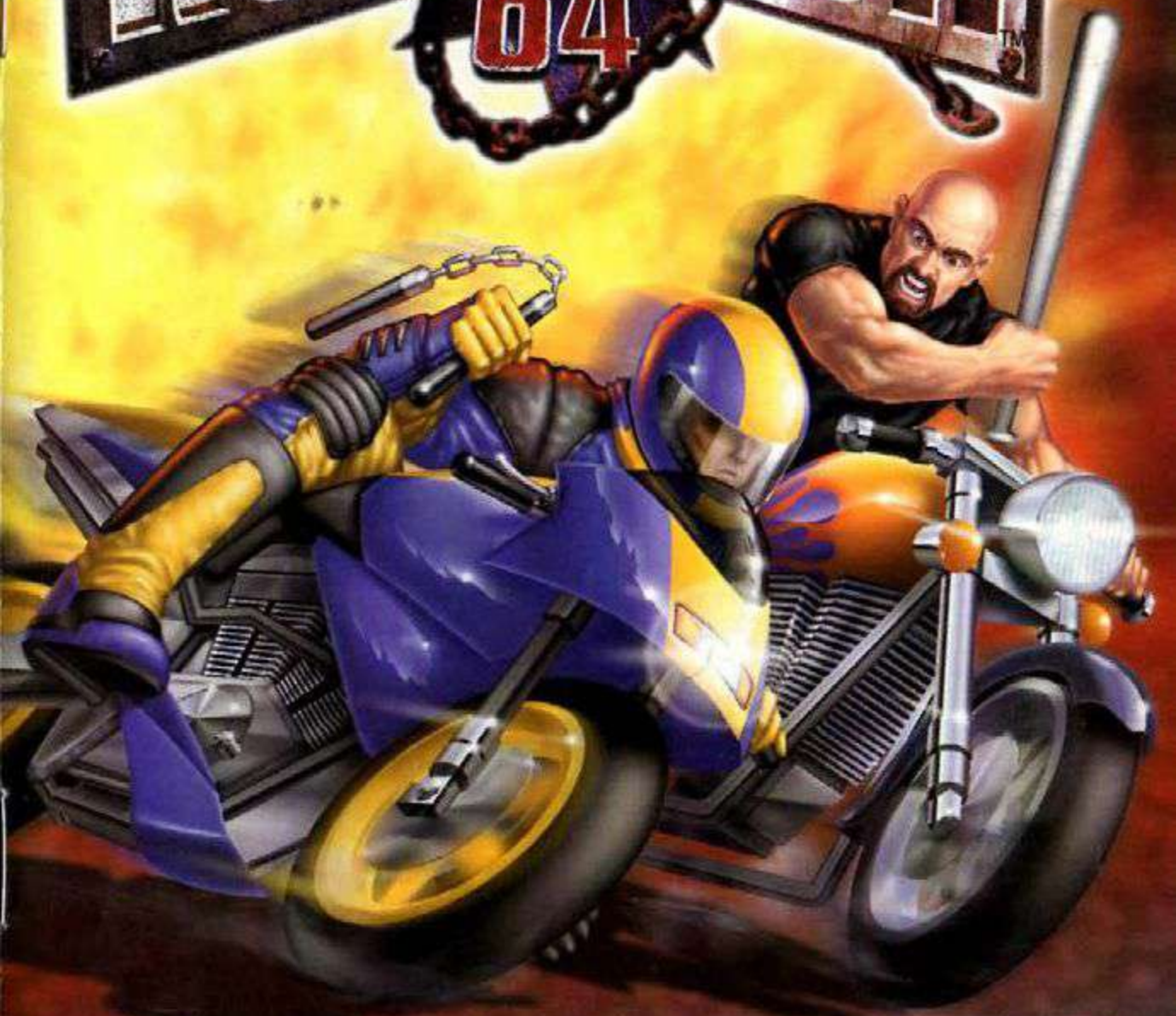
NUS-NROE-USA

ROAD RASH 64™



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Instruction Booklet

NINTENDO 64

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Contents

Getting Started 2
Legal Disclaimer 3
Road Rash 4
Control Configuration 5
Game Modes 6
Thrash 7
Multiplayer 8
Big Game 10
Options 11
The Instrument Panel (HUD) 12
Weapons/Power-Ups 13
The Clubs 14
The Bikes 15
Hints and Tricks 16
Notes 17
Road Rash Music 18
Credits 22

Getting Started

Control Stick Function

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional Control Pad.

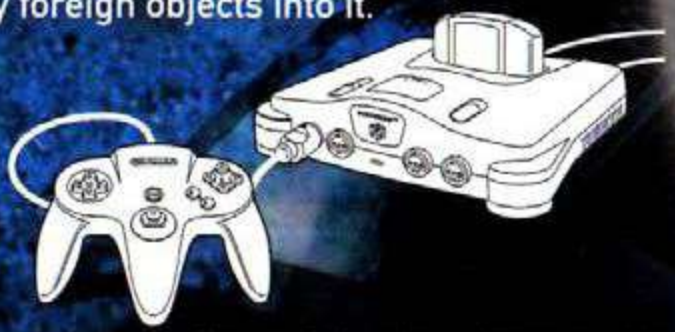
When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument. Make sure not to spill liquids or place any foreign objects into it.

Getting Started



Warning: Never insert or remove a Game Pak when the power is on!

1. Make sure the power is OFF on your N64®.
2. Insert the ROAD RASH™64 Game Pak into the slot on your N64.
3. Press firmly to lock the Game Pak into place.
4. Turn the POWER switch ON.
5. At the Title Screen, press START when prompted to begin ROAD RASH 64.

Note: If you want to save games, insert the N64 Controller Pak into the controller before starting play.

Legal Disclaimer

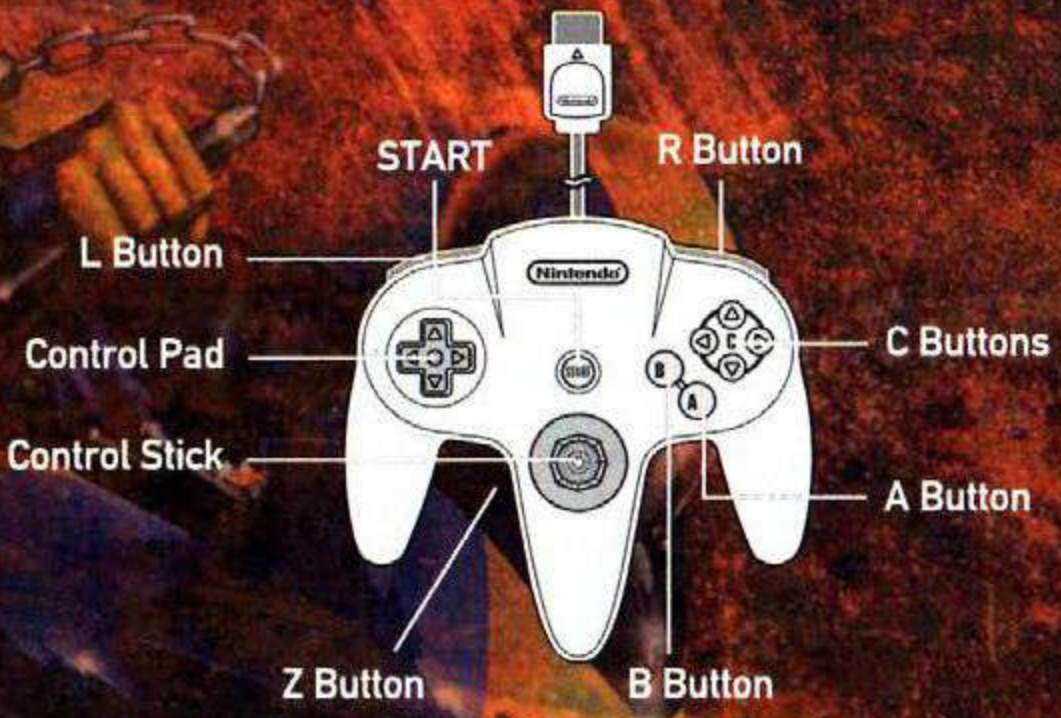
We are confident you will find Road Rash™ 64 as entertaining as we do. Please do try to remember this video game is meant for entertainment purposes only. It's fun because it's not real and no one gets hurt. Do not try to imitate any of the actions depicted in the game in real life. They are illegal and extremely dangerous. If you do ride a motorcycle, please be sure to always wear a helmet.

Road Rash

If you don't know what Road Rash is all about, then obviously you've been living in an isolation tank these past five years. Road Rash is the insane motorcycle racing/combat game where you get to take out your frustrations on other riders while driving in excess of one hundred miles per hour. Choose from a ton of weapons and wreak havoc on your opponents as you sail through environments ranging from pastoral country roads to busy highways.

The object is to win the race, but being fast isn't necessarily the way to do it. You're gonna need to bash the crap out of your opponents while avoiding a seriously painful case of Road Rash yourself. Don't think it's gonna be easy, either. Whether you're an indie, a Thrasher or a Rumbler, somebody's always out to get you, and the cops aren't too pleased with your lack of respect for their rules either. Oh yeah, watch out for pedestrians and oncoming traffic. Too much road kill really starts to stink after awhile.

Control Configuration



L Button: Weapon Taunt/Show-off

R Button: Brake

Z Button: Accelerate

Control Pad: Menu Select

Control Stick: Steer/Menu Select

A Button: Wheelie
(used to hop over vehicles and other obstacles)

B Button: Brake

C Buttons:

C Button Up: Select Next Available Weapon

C Button Left: Kick

C Button Right (Tap): Punch

C Button Right (Hold): Attack Selected Weapon Forward

C Button Down (Tap): Elbow

C Button Down (Hold): Attack Selected Weapon Backward

C Button Down + Right: Spoke Jam

Game Modes

Select from Thrash, Multiplayer, Big Game, or Options. You can exit this screen by pressing the B Button.

(Note: In all menu screens, use the Control Stick to highlight available options, and the A Button to accept. Use the B Button to return to the previous screen.)

Thrash

The Thrash option allows you to dive immediately into the mayhem by racing single races. It's a great option if you want to hone your racing and combat skills against the computer or you're just looking for a quick skull to crush.

At the Thrash menu screen, you can select which race you'd like to try within that level. You must beat all races within a level to progress. We suggest you start from the beginning.
(Note: If you complete a level within Big Game mode, you'll be given a code to unlock that level within Thrash mode.)

You can also further determine the difficulty of each race by going to the Options menu on the thrash screen. Here you can select the number and ability of the other racers, as well as the number of cops, on-coming traffic and pedestrians.

Multiplayer

Multiplayer allows you to play against one, two or three human opponents in a variety of different game types.

Choose what game type you wish to try as well as the number of players competing. You can exit this screen by pressing the B Button. Next, choose a level and race, followed by bike type and rider skin.

MULTIPLAYER
GAME TYPE: DEATHMATCH
PLAYERS: 2
FIRST PLAYER TO SEVEN POINTS WINS.
COMPLETE A LAP FOR A POINT.
CRASH OTHER PLAYERS TO TAKE AWAY
ONE OF THEIR POINTS.
B BACK A DONE

THRASH

Multiplayer Thrash is just like the single player Thrash mode, but allows up to four human players to compete against one another in a single race.

1, 3, AND 7 LAPS

Pits 1 to 4 players against each other in special arena tracks for multiplayer mayhem! Watch for weapon and power-up pick-ups.

DEATHMATCH

Ah, yes. The beloved deathmatch. First player to seven points wins. Complete a lap for a point. Crash other players to take away one of their points. Now we're Rashin'!

TAG

First player to three points wins. Crash "It" for one point. If you are "It", crashing someone else makes them "It".

PED HUNT

The object here is to run-over, clothesline and otherwise crush as many pedestrians as possible. The computer places innocent and unsuspecting pedestrians along the track. Smack 'em! The rider with the highest number of hits at the end of the race wins. Of course, just because you're targeting pedestrians doesn't mean you can't whack your fellow riders as well.

The Big Game

This is the mother of all races. This is where you truly get a chance to prove yourself. This is what true Rashers live and die for. The Big Game uses all 300 square kilometers of available racing terrain in a cumulative racing contest. The object is to finish each and every race in the top three positions. Fail to make it in the top three, and you need to try the race again. Beat every race, and you become the undisputed Road Rash champion.

NEW GAME

Choose New Game if you are fresh meat and have not yet made any progress. You will need a Controller Pak in order to save your progress in the Big Game. After choosing New Game, you'll need to give your rider a name. Use the Control Stick to select up to eleven characters for your name. When finished, select DONE or press START to begin racing.

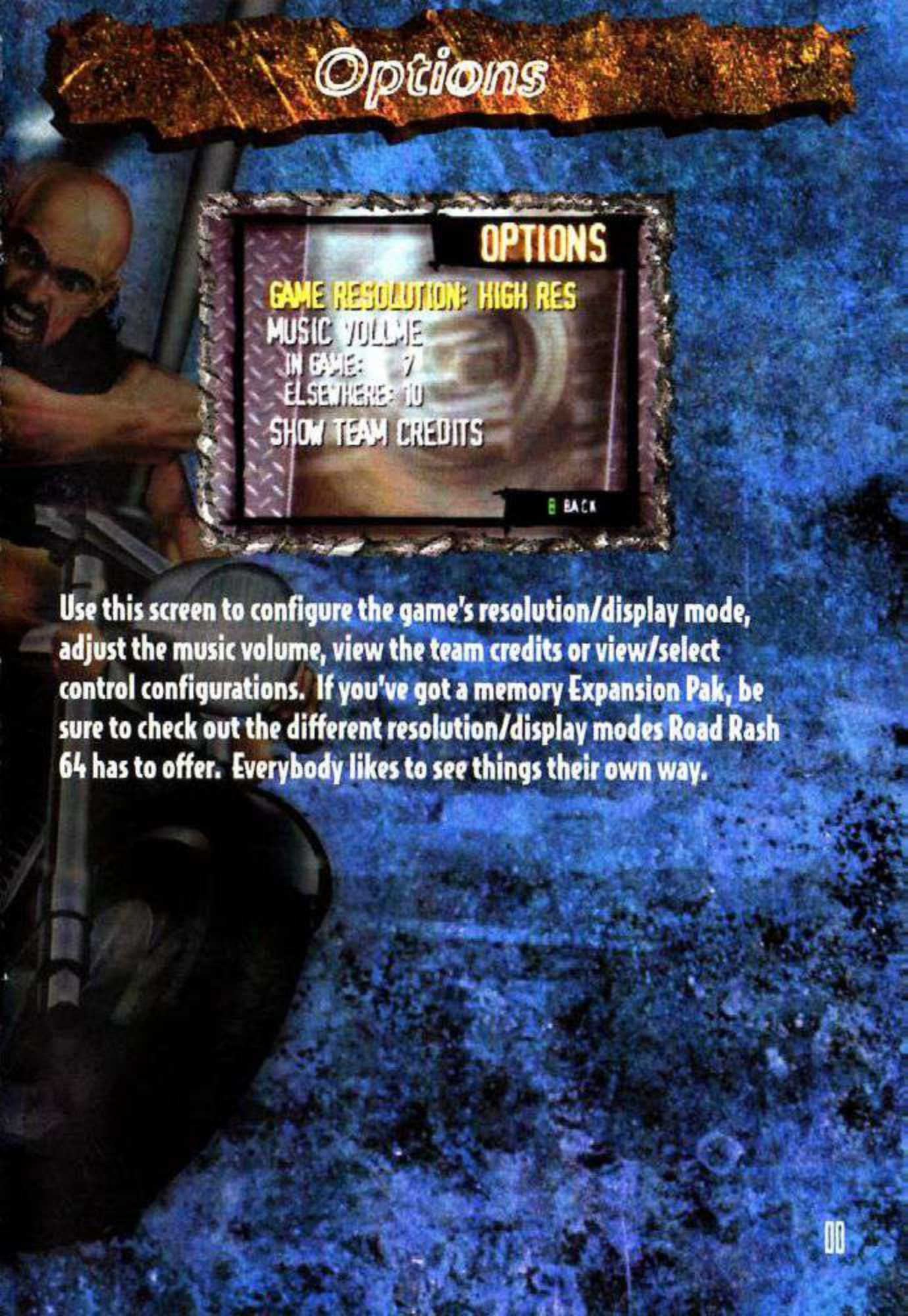
SAVE GAME

You will need to save your progress in the Big Game with a Controller Pak. You will be given the chance to do so at the end of each race.

LOAD GAME

Choose Load Game if you have already started a Big Game and wish to begin where you left off.

Options



Use this screen to configure the game's resolution/display mode, adjust the music volume, view the team credits or view/select control configurations. If you've got a memory Expansion Pak, be sure to check out the different resolution/display modes Road Rash 64 has to offer. Everybody likes to see things their own way.

The Instrument Panel (HUD)

Health Meter: The top bar indicates how much health you have left before eating it. (Your health will regenerate automatically over time if given the chance). The bottom bar indicates how much damage your bike has withstood. When this bar is gone, your bike is wrecked and you must start the race over. Bummer.

Weapons / Power-Ups

You begin the Big Game and Thrash modes with only your fists, your feet and one weapon. To add to your arsenal, you'll need to progress through the levels, steal weapons from your opponents with a well-timed fist attack, or find pick-ups en route.

Mace

Spiked Club

Bike Repair

Cattle Prod

Tire Iron

Banana

Pool Cue

Taser

Baseball Bat

Double Damage

Billy Club

Chain

Monkey Wrench

Quad Damage

Nunchaku

Sledge Hammer

Each weapon has its own strengths and weaknesses. Experiment with them all to discover what works best in certain situations.

A special attack that will KO opponents instantly is the deadly spoke jam. Line yourself up, stick your weapon in that sucker's spokes and watch him or her fly like a birdie. Keep in mind, however, you're gonna lose the weapon in the process!

The Clubs

The Road Rash world is comprised of two rival clubs and a gaggle of rebellious indies. Winning and performing by Road Rash standards may result in invitations from clubs. Do what you want, but do not take memberships lightly. Club members protect their own, and don't mind ganging up on indies and rival clubs.

THE THRASHERS

Known for their speed, colorful outfits and preferences for sport bikes, The Thrashers are an elite club that will strike like lighting when given the chance.

THE RUMBLERS

The Rumblers are a heavy-hitting, leather-wearing bunch who prefer cruiser bikes to sports. They are an extremely loyal and tough club known for attacking in groups.

The Bikes

There are two basic types of bikes in this game: Cruisers and Sports. At the beginning of the game, you have the option to purchase a model of either type. As the game progresses, you can upgrade to faster models. Note that certain clubs ride only certain types of bikes.

Selecting a bike in Road Rash can mean the difference between first prize and a quick lead pipe to the head. Get to know each type and determine which suits your style. After all, image is everything when it comes to clubs and motorcycle mayhem!

CRUISERS

Cruisers are modified dragsters that handle true and steady in the straight-aways and enjoy fast acceleration, but require much more finesse and control in the twists.

SPORTS

Sport bikes are known for their ability to take tight turns. Although more fragile and less stable than cruisers, sport bikes can certainly hold their own. Oh yeah, they look good too.

Hints and Tricks

- To negotiate those tight turns, decelerate and/or brake before the turn, then accelerate right through it.

- Make sure you do a little exploring. Many of the courses harbor hidden short cuts and power-ups for those who venture off the beaten path.

- When there's no time to get out of the way of that on-coming traffic, pop a quick wheelie for some sick air.

- If you get in a tailspin during your big airs, don't fret. Try to adjust yourself with the control stick so that you land straight and rubber side down.

- Sometimes the best weapon for crashing rivals is your bike. Try ramming opponents' back tires to send them flying

- The pool cue has great reach and is ideal for spoke jams.

- The sledgehammer provides a delightfully powerful backhand attack.

- If your health gets low, avoid confrontation and allow yourself to heal before heading into the pack.

Notes

Road Rash Music

CIV

"It's Not Your Fault"
"Living Life"
Written and Performed by CIV
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(P) 1998 Atlantic Recording Corporation for the United States and WEA International Inc. for the world outside of the United States
CIV appear courtesy of Atlantic Recording Corporation/Lava Records

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Charlie Garriga–guitar
Arthur Smilios–bass
Sammy Siegler–drums

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New York, NY 10019

FULL ON THE MOUTH

"Another"
Written and Performed by Full On The Mouth
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Produced by Blumpy
Co-Produced by Grant Mohrman
Additional production and remix on "People Mover" by Omar Santana
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Full On The Mouth appear courtesy of Pioneer Music Group

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THE MERMEN

THE MERMEN
"Sponge Cookie"
"Miki's Lush Beehive"

Written by James Matthew Thomas
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Performed by THE MERMEN
(P) 1998 Mesa/Bluemoon Recordings, Inc./Atlantic Recording Corporation for the United States and WEA International Inc. for the world outside of the United States
THE MERMEN appear courtesy of Atlantic Recording Corporation/Mesa/Bluemoon Recordings, Inc.

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SUGAR RAY

"Mean Machine"
Written by M. McGrath, C. Frazier, M. Karges, R. Sheppard, M. Nichol, Charley Ryan and W.S. Stevenson
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"The Club (remix)"
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Notes

Notes

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THQ Inc. Consumer Service Department,
5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302

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